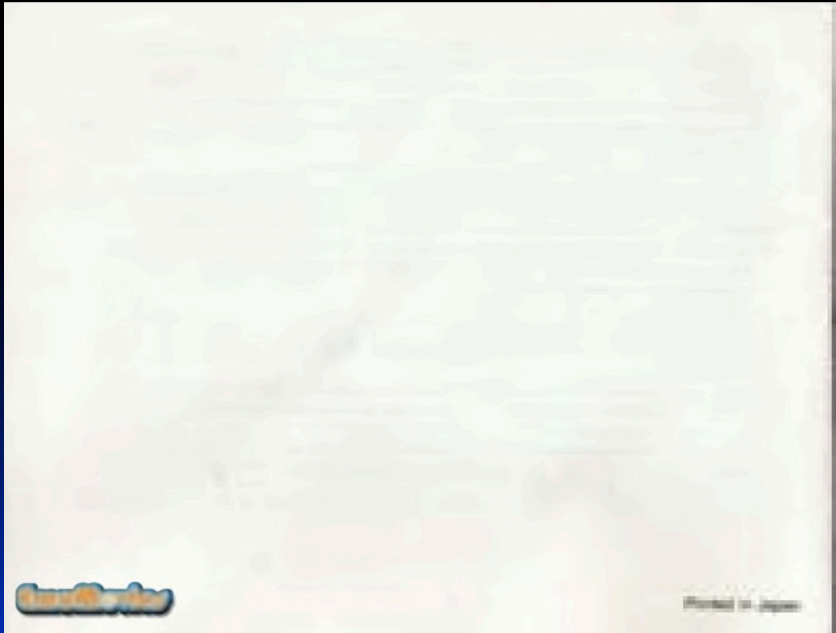


Nintendo ENTERTAINMENT SYSTEM

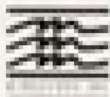


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NES-10-USA

INDIANA JONES

and the
TEMPLE OF DOOM™



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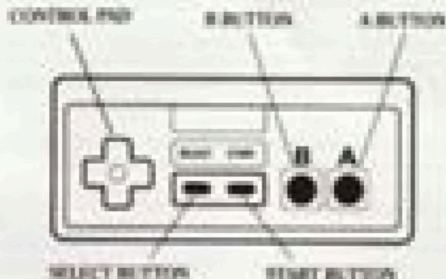
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Nintendo ENTERTAINMENT SYSTEM

THE GAME

While on an archaeological expedition in India, Indiana Jones stumbled across the ancient village of Marzipan. Following the death of the powerful Sorcerer Stone which once protected the village and its people, the town fell to ruin and its children have mysteriously disappeared. Indy discovers the missing children in the evil Sorcerer Palace, the lair of the Malignant Magic Man, the evil High Priest. Now faced the children to solve the puzzle game and the other missing Sorcerer Stones, Indy's adventure begins as he enters the palace to free the missing children and destroy the Sorcerer Stone, defeating Magic Man and his evil Plunger guards.

CONTROL FUNCTIONS



Nintendo ENTERTAINMENT SYSTEM

When the Title Screen appears, press the **Start Button**. After Lady walks across to the prize minisuit on the right, press the **Select Button** to begin the game.

Use the **Control Pad** to move Lady up, down, left and right. Move through the corridors by climbing up- and down ladders, sliding down chutes, using the conveyor belts, or jumping from bridge to bridge. Hold the **Control Pad** in the direction of jump onto mine cars. Watch out for moving tracks and low ceilings. Hit the bar to the left or right to change tracks, and switch cars or jump out if necessary.

When the game begins, Lady has only her Whip for a weapon. Swords and Guns are provided by Head Slave Chibbers. THT is found in small carts which can be opened with a sword. Hold down the **Control Pad** while pressing the **Select Button** to choose another weapon you have acquired: left for the Gun, right for the Sword, up for THT (down for the Whip). If another weapon is in use, it appears beneath the letter.)

Press the **A Button** to crack the Whip (or use any weapon) in the direction you are facing. Being so close to whistles helps in wrapping your Whip around the enemy and. Use your Whip to pull Thugger guards and bats, and get rid of mines and spiders. Use other weapons to defeat all attacks.

Press the **B Button** to jump down. To jump in the direction you are facing, hold down the **Control Pad** in that direction while pressing the **B Button**.

Press the **Start Button** to pause the game and view the Status Screen. You will be shown the time remaining (your score), the next score at which you earn an extra life (an extra life is awarded every 11,000 points), the number of weapons you have acquired, the number of Chibbers in the band, and the number of Miss.Pacs remaining. Press **Start** again to resume play.

Nintendo ENTERTAINMENT SYSTEM

To pause a game on the action screen, press the A Button on Control 2, press the B Button on Control 1 two times.

After losing your last life, the program will return you to the Title Screen. To restart the game on the last Wave you had reached, hold down the A Button while pressing Select to begin the game.

PLAYING THE GAME

The Temple of Death is made up of 12 Waves, or levels. To complete your mission you must fight your way to the secret Chamber of Kall (Wave 12, recover the missing Tenth Wave, locate the hidden exit, and cross a rope bridge guarded by the terrible Wile that himself Kall guards by testing Giant Children, collecting prizes, and defeating your opponents. You begin the game with 1 item. If you lose all 1 item and opt to restart the game at the current Wave, you will be given only 1 item.

If you lose all your time on Wave 11 or you stop to start the game with all your weapons and items intact on the last Wave you reached. Once you pass beyond the Chamber of Kall, you must complete the entire game without restarting. If you run out of time, you must restart at the beginning of Wave 1 (the Chamber of Kall). The countdown timer at the top of the screen begins at 99 and decreases more quickly on some Waves than on others. It also runs out on ANY Wave. Mole Rain appears and you lose a life, as well as any weapons or prizes collected in that Wave.

Nintendo ENTERTAINMENT SYSTEM

Waves 1-8

There are the mines and caverns leading to the Chamber of Evil. From all the trapped Children and collect as many weapons and prizes as you can. Waves 1 through 8 have two rooms each; you may move freely back and forth between the two rooms, leaving Children and uncovering weapons and prizes. Collect all the Map Pieces you can - they'll be needed in a later stage. If a Plot is uncovered, Lady gets an extra life. Keys open locked doors that lead to the next Wave (each opens Key against the other room's locked door). Doors provide extra lives. The further you get, the more enemies and prizes you will encounter.

The screen with the two color columns will appear every time you exit a Wave, or move between rooms on a Wave. It shows the current Wave number and score, lives remaining, and sometimes a hint. If a hint appears, the screen will prompt you **Select** to begin the next segment.

Secret Doors

Each room on Waves 1-8 has a Secret Door, hidden behind a cover wall, that can be revealed with TNT.

The Secret Doors on Waves 2, 3, 5, 7 and 8 lead to Secret Stairways, the location of which changes from game to game. Secret Stairways contain special prizes or caches of weapons.

The Secret Doors on Waves 1, 4 and 6 lead to Special Waves. The location of these Waves is always the same, and some Good Children will stand around pointing in their general direction. The Special Waves on levels 4 and 6 each have a Secret Stairway, and can doors that let you skip the next Wave.

The Secret Doors on Wave 1 lead to the Warp Wave, which allows you to advance rapidly to a number of higher Waves. The Warp Wave has many Secret Stairways and extra doors, and can also take you to a different Wave.

Wave 9

This is the Chamber of Kall; you must cross the Long River and retrieve the three sacred Sacred Stones which are guarded by the Master of Kall. Once the Long River is under a spell across the river (once you have recovered all three stones, a hidden door leading to the Map Room will open).

The Map Room

Upon completing Wave 9 you will enter the Map Room. Here you will see a map of most of the rest of the inter-connecting rooms that make up Wave 10. If you have not collected all 25 Map Pieces, you will not be able to see the whole map! The Secret Exit in Wave 10 is marked on the map with an "X." You may make the map fit as long as you wish - press **Select** to exit the Map Room when you are ready to proceed to Wave 10.

Wave 10

Wave 10 is composed of six inter-connecting rooms, one of which contains the Secret Exit you were shown in the Map Room. Explore each room until you recognize the room with the Secret Exit. If you have acquired the Secret Exit Switch in Wave 7, the lid will appear in front of the Exit to indicate its location. Use **TNT** to reveal the Secret Exit to Wave 11. If you do not have all three Sacred Stones, you will not be allowed to pass.

Wave 11

This is the Tower Room, which takes you up and out of the dungeons of Kall. You must climb to the top and walk through the Secret Door. If you do not have all three Sacred Stones, the door will not open.

Wave 12

Wave 12 is the final Bridge Wave. Find the door to the rope bridge and make your way across, dodging arrows and the floating heavy stones by Wile E. Coyote. The rope bridge can be broken with a bomb or TNT. You must reach Wile E. Coyote and throw him off the bridge before he can escape. If you succeed, you'll find Willie and Sweet Home waiting to greet you... and your mission is complete!

THINGS TO LOOK FOR

Arrows in Secret Doors: Aimed by Evil Wave Children. Point in the general direction of a Secret Door, reveal the Secret Door with TNT.

Carts: Found in the mines. They can jump into a cart to ride through the mines, and they jump out at any time. They can move down or speed up a cart, and tilt it to either side to make it harder to intercept them. Watch out for moving traps and lava pools! Carts may be empty or may hold one or two Thuggers. They must get rid of the Thuggers before jumping into their cart; otherwise, he will be stunned and fall out. If there are two Thuggers in a cart, one may throw bombs that will stun both.

Caves: Small tunnels with openings along paths and corners. They use a bomb to open the cave and remove the TNT inside.

TNT: Use to get rid of enemies, reveal Secret Doors, activate lava paths or paths and cornered holes.

Enemies: Aimed by Evil Wave Children. Use to deliver enemies, shoot small shells to reveal saving points.

Nintendo ENTERTAINMENT SYSTEM

Flute: Acquired by Good Slave Children. It truly restores a Flute for gets an extra life.

Jewels: Acquired by Good Slave Children. Give you extra lives.

Keys: Acquired by Good Slave Children. Use Keys to open locked doors and gates. A Key will not work in the room where it is found. It must be used in the other room on that Wing. Only the Special Key may be transported between rooms.

Large Skulls: Found in the entrance, and in the rooms after the Chamber of Hall.
If truly loses a life after recovering the Sarcophagi Stones, they will be placed on them of the large skulls for collecting.

Map Pieces: Acquired by Good Slave Children. Collect all 20 to view the entire map in the Map Room. If you do not have any Slave Children on a Wing and use a Secret Door to skip ahead, you will be awarded ALL the Map Pieces for that Wing. If you have only some of the Children and use a Secret Door, you will not get ANY of the Map Pieces for that Wing.

Oil Drums: Can be refilled to form a barrier for water—no real use, just an action oil drum without creating. Can be cleared with TNT.

Sacred Skull: Found in a hidden chamber on Wing 9, shows the location of the Secret Exit in Wing 10.

Sarcophagi Stones: Found at the station to the Chamber of Hall, once all three are recovered, the Secret Door to the Map Room will open. You will need all three to open the locked doors in the following Wings. If truly loses a life after recovering the Stones, they will be placed on the large skulls in that room.

Nintendo ENTERTAINMENT SYSTEM

Secret Doors: Secret Children may sometimes point the way to Secret Doors hidden behind back walls. Avoid the Mine with TNT (Secret Doors lead to Special Mines or Secret Dungeons).

Stone Children: When freed they award gold with weapons (Swords, Axes, or TNT) or gems (Keys, Jewels, Wing Pieces, Hats, or Arrows pointing to Secret Dungeons).

Small Mafes: Some cannot swing freely when shot with a Gun.

Swampgates: Used to control lava, when a swampgate is activated lava cannot fly. Only one swampgate is activated by hitting it with his Wings.

Swing Poles: If they can hit his Wings at a swing pole and is able to swing the Wings around the pole, he will swing across to the other side.

Swamps: Avoided by Small Stone Children. Use to defeat enemies, open caves containing TNT.

THINGS TO AVOID

Arrows: Thuggers begin shooting once they reach the Rope Bridge, unless you kill them before. Can be eliminated by any weapons.

Bats: Especially small and slow bats. can be stunned with the Wings or eliminated with other weapons.

Nintendo ENTERTAINMENT SYSTEM

Bookworm: Hidden Thuggers will attempt to drop Bookworm onto Lady from above; they cannot be attacked in any way. Commonly falls into burning traps when hit by a bomb.

Lava: Lady loses a life if he falls into a lava trap, etc. Some paths are blocked by lava guards, which can be jumped over, swung over, or walked over with TNT.

Lava Monsters: Can be attacked with any weapon except the Whip. Once stunned, they can be used as a path across the lava. In the Chamber of Risk, they can potentially assist in passing the Lava River.

Wile E. Coyote: The evil High Priest who has captured the Children and stolen the sacred Tablets of Stone. If the countdown timer runs out, Wile E. Coyote appears and you lose a life, as well as any weapons or prizes collected on that floor.

Bats and Snakes: Attempt to drop Lady down to near Lady. Can be eliminated with any weapon.

Spiders: Move randomly and can drop Lady if they drop on her. Can be eliminated with any weapon.

Spikes: Show up and down. If Lady steps on one, he will lose a life. Can be removed with TNT, jumped over, or walked over when down, after Thugger guards.

Thugger Guards: Numbers vary from Floor to Floor; they attempt to kill and steal Lady. If they are stunned with Lady's Whip, they become Master Thuggers.

HINTS

1. To achieve the best score, you must find ALL the Stone Children.
2. You cannot use any weapons while on a ladder or in a chest; be **VERY** careful with weapons while falling, and while in a chest. However, you cannot tilt a chest and use a weapon at the same time. On some waves, you must select the Sound to successfully tilt mine carts over moving sections of track.
3. On Waves 1-6, you should concentrate on acquiring as many Map Pieces and weapons as possible (you can stockpile up to 50 of each weapon). You should also look for the Secret Instruments that hold the Special Key (Wave 7) and the Secret Map (Wave 8). The Special Key may be transported between Waves and will ignore ANY locked doors that can be used only once. In the Chamber of Evil, it will open the locked door that leads to a shortcut to the Island.
4. If you use a Secret Door to skip ahead and have not found any Stone Children on that Wave, you will be awarded ALL the Map Pieces for that Wave. If you have found only some of the Children, you will not get ANY of the Map Pieces for that Wave.
5. There is only one path across the Lava River in the Chamber of Evil; to locate the correct path, you must find where the greatest number of Lava Monsters are appearing. The location is randomly selected for each game.
6. When you reach the six interconnecting rooms (Wave 10), you will be able to identify the rooms containing the Secret Exit by carefully watching the window locations of large skulls, cave doors, and Children to find you were shown on the map. There are 24 potential locations for the Secret Exit; if you use the re-start option to return to the Chamber of Evil, the location of the Secret Exit will be changed.

Nintendo ENTERTAINMENT SYSTEM

7. If Link loses a life after leaving the Chamber of Kali with the Sacred Stones, the Stones will be placed on the three large skulls in that room—do not leave the room until you have recovered all three Stones!
8. The east door at the bottom of the Winy Way (pictured in Wain 1) is difficult to reach, but leads all the way to the Chamber of Kali.
9. After you break the rope bridge on Wain 12, the Status Screen will appear. Press the **Start Button** to continue the game.
10. When you meet Willy and Shady at the end of the game, Willy will "thank" you—in fact, score bonus points by using your remaining weapons to "zap" the Death.

Nintendo ENTERTAINMENT SYSTEM

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- Reorient the receiving antenna.
- Move the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver will be on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, D.C. (GPO) Stock No. 5010-108-010-5.